



VERMIN SWARM

LIST MAREE DE VERMINE (v2021.2 ALPHA 4) #3 - 4 485 POINTS



1470 pts (33.00 %) 1125 pts (25.00 %) 1290 pts (29.00 %) 0 pts (0.00 %) 600 pts (13.00 %)
Characters **Core** **Special** **Tunnel** **Bread and Games**
 (40 Max) (25 Least) (0 NoLimit) (30 Max) (20 Max)

Characters



VERMIN SENATOR #1

Vermin Senator - Standard - Infantry - 40x40mm

205 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	, The Die is Callous, Valorous DiscretionCast		
Defensive	HP	Def	Res	Arm	Light Armour	
	3	3	3	0		
Offensive	Att	Off	Str	Ap	Agi	Pistol, Hand Weapon
Vermin Senator	2	3	3	0	4	



MOUNT SENATORIAL LITTER

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	C	Tall, Vox Populi		
Defensive	HP	Def	Res	Arm	Cannot be Stomped	
	4	C	4	C		
Offensive	Att	Off	Str	Ap	Agi	
Blackfur Veteran(4)	1	4	4	1	5	

Options	Senatorial Litter • General
Magic items	Obsidian Rock



BLOODFUR LEGATE #1

Bloodfur Legate - Standard - Infantry - 20x20mm

320 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Callous, Valorous Discretion		
Defensive	HP	Def	Res	Arm	Heavy Armour	
	3	4	4	0		
Offensive	Att	Off	Str	Ap	Agi	Hand Weapon
Bloodfur Legate	4	5	4	1	6	

Options	Shield
Magic items	Secrets of the Doom Blade (Hand Weapon) • Potion of Swiftiness



SWARM PRIEST #1

Swarm Priest - Standard - Infantry - 20x20mm

295 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Wizard Apprentice, Callous, Valorous Discretion		
Defensive	HP	Def	Res	Arm		
	2	2	3	0		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
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<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
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Swarm Priest	1	2	3	0	4	Hand Weapon
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Options	Holy Triumvirate • Wizard Adept • Caelysian Pantheon • Thaumaturgy
Magic items	Book of Arcane Mastery



SWARM PRIEST #1 COPY

Swarm Priest - Standard - Infantry - 20x20mm

470 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	5	Wizard Apprentice, Callous, Valorous Discretion		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	2	3	0	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
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Swarm Priest	1	2	3	0	4	Hand Weapon
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MOUNT SACRED PLATFORM

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	C	War Platform		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	1	5	2	Aegis

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Acolyte(8)	1	2	3	0	3

Chassis			5	2	Impact Hits, Harnessed	
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Options	Holy Triumvirate • Sacred Platform • Wizard Adept • Caelysian Pantheon • Witchcraft
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HOUSE PREFECT #1

House Prefect - Standard - Infantry - 20x20mm

180 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	5	Callous, Valorous Discretion		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	2	3	0	Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
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House Prefect	2	2	3	0	4	Hand Weapon
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Options	Fetthis Fleshmaster • Pistol (3+)
Magic items	Crown of the Wizard King • Cowl of the Apostate

Core



VERMIN LEGIONARIES #1

Vermin Legionaries x35 - Standard - Infantry - 20x20mm

295 POINTS





<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	5	Scoring, Callous, Life is Cheap		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	0	Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
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<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Vermin Legionary	1	3	3	0	4	Cohort Coordination

Options	Champion • Musician • Standard Bearer • Shield
Magic banners	Aether Icon (Banner Enchantment)

	VERMIN LEGIONARIES #1 COPY Vermin Legionaries x55 - Standard - Infantry - 20x20mm	415 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	5	Scoring, Callous, Life is Cheap

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	0	Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Vermin Legionary	1	3	3	0	4	Cohort Coordination

Options	Champion • Musician • Standard Bearer • Shield and Spear
Magic banners	Legion Standard (Banner Enchantment)

	VERMIN LEGIONARIES #1 COPY COPY Vermin Legionaries x55 - Standard - Infantry - 20x20mm	415 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	5	Scoring, Callous, Life is Cheap

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	0	Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Vermin Legionary	1	3	3	0	4	Cohort Coordination

Options	Champion • Musician • Standard Bearer • Shield and Spear
Magic banners	Legion Standard (Banner Enchantment)

Special

	FETTHIS BRUTES #1 Fetthis Brutes x12 - Large - Infantry - 40x40mm	560 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	6"	12"	5	Callous

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	5	0	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Fetthis Brute	3	2	4	2	4	Fight in Extra Rank, Paired Weapons

Options	Champion
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MURMILLO BRUTES #1
Murmillo Brutes x4 - Large - Infantry - 50x50mm

365 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	6	Scoring, Callous		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	5	0	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Murmillo Brute	3	3	5	2	4	Quick to Fire

Options	Champion • Musician • Standard Bearer • Halberd and Shield
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MURMILLO BRUTES #1 COPY
Murmillo Brutes x4 - Large - Infantry - 50x50mm

365 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	6	Scoring, Callous		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	5	0	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Murmillo Brute	3	3	5	2	4	Quick to Fire

Options	Champion • Musician • Standard Bearer • Halberd and Shield
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Bread and Games



ARENA BEAST #1
Arena Beast - Gigantic - Beast - 50x100mm

300 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	6	Fearless, Callous		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	6	3	5	2	Fortitude	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Arena Beast	2D3+1	3	7	3	3	Harnessed
Pitmaster	2	3	4	1	4	Halberd



ARENA BEAST #1 COPY
Arena Beast - Gigantic - Beast - 50x100mm

300 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	6	Fearless, Callous		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	6	3	5	2	Fortitude	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Arena Beast	2D3+1	3	7	3	3	Harnessed
Pitmaster	2	3	4	1	4	Halberd

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H The Awakened Swarm				
<i>Mf</i>	<5+> {8+}	12"	Ground	Instant
<i>The range of this spell can be measured from the Caster or from any friendly Tunnel Marker on the board. Summon a unit of 3 Rat Swarms (profile below), with its Centre on the targeted point. {The Summoned unit may perform a 6" Magical Move.}</i>				



Thaumaturgy

Judgement on High: When casting non-Bound Spells from this Path, all Magic Dice that result in '1' must be rerolled. Dice causing a Miscast cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Miscast Modifier.

		Casting	Range	Type	Duration	Effect
5	Wrath of God	12+	96"	Ground	Permanent	Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters.
4	Cleansing Fire	5+ [8+]	Caster [18"]	[Augment], Focused	Instant	The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions, and single model units.]
6	Trial of Faith	7+ [10+]	12" [18"]	Hex, Missile, Damage, Focused, Direct	Instant	The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.
2	Smite the Unbeliever	6+ [9+]	24"	Hex	Last one Turn	Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.
1	Hand of Heaven	5+ [8+]	24"	Hex, Missile, Damage	Last one Turn	The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.
3	Speaking in Tongues	7+ [7+]	18"	Hex	Last one Turn	Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag].



Witchcraft

		Casting	Range	Type	Duration	Effect
1	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
3	Twisted Effigy	5+ [7+]	36"	Hex	Last one Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
2	Deceptive Glamour	4+ [6+]	24"	Hex	Last one Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.
4	Evil Eye		24"	Universal	Last one Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	The target gains Random Movement (2D6 [3D6])
6	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.
4	The Wheel Turns	8+ [10+]	24"	Hex	Last one Turn	Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.

Magic items

Book of Arcane Mastery: The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

Cowl of the Apostate: The model gains Holy Triumvirate (see Swarm Priest), and for the purpose of this rule, it counts as having both Caelysian Pantheon and Cult of Errahman.

Crown of the Wizard King: During Spell Selection, randomise a Magic Path (from all Paths in this book). The bearer is a Wizard Apprentice using the randomised Path. It cannot select the Hereditary Spell. The bearer cannot take any Special Items nor any other upgrades that are restricted to Wizards (or any types of Wizards).

Obsidian Rock: The bearer gains Magic Resistance (2).

Potion of Swiftmess: One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.

Secrets of the Doom Blade: While using this weapon, the wielder gains +1 Attack Value. Attacks made with this weapon gain **Multiple Wounds (D6)**, become **Divine Attacks** and **Magical Attacks**, and their Strength and Armour Penetration are set to 10. At the end of each friendly Movement Phase, if the wielder is not Engaged in Combat, it suffers 1 hit with **Lightning Attacks**.

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Legion Standard: A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

Model Rules

Callous: Health Point losses of the model that are caused by friendly models are ignored for Panic (including units destroyed due to attacks from friendly models). The model may use Shooting Attacks against enemy units Engaged in Combat, with the following rules and restrictions:

- The enemy unit is Engaged only with friendly models that are of Standard Height and/or Infantry.
- Friendly units Engaged in this Combat are ignored for Cover purposes (but not for drawing Line of Sight).
- Roll to hit as normal against the intended target. Each hit from attacks without Area Attack must then be randomised to determine which unit is hit by rolling a D6 for each hit. On a roll of 4+, unless specifically stated otherwise, the intended target is hit; otherwise, the friendly unit Engaged with the intended target is hit. If there is more than one friendly unit, randomise which one is hit.
- In case of Area Attacks, the initial hit is not randomised. Determine the number of hits caused by the Area Attack based on the attack's initial target. Then randomise each hit as specified above.

Cohort Coordination: The model gains two instances of Fight in Extra Rank while its unit is Steadfast and does not suffer from Disrupted Ranks. Check if the conditions are met and apply the effects at the start of each Initiative Step.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Fight in Extra Rank:

Fortitude: Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

Halberd: Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armor

Life is Cheap: Each Health Point loss of models with Life is Cheap is only counted as half a Health Point loss for the purpose of Combat Score, rounding fractions up. This does not include Combat Score bonuses from Overkill.

Light Armour: Armor +1

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

Pistol: Range 12" Shots 1 Strength 4 Armour Penetration 2 Quick to Fire

Quick to Fire:

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

The Die is Cast: Universal Rule.

The model gains +1 Discipline, up to a maximum of 8, while within 12" of one or more enemy models.

Valorous Discretion: Single model units of Standard Height with Valorous Discretion treat all enemy units as units with Terror.

Wizard Apprentice: - Knows 1 spell.
- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.
The Wizard selects its spells as described in Spell Selection

Qr codes of your army

Your can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Arena Beast #1



Arena Beast #1 copy



Fetthis Brutes #1



Murmillo Brutes #1



Murmillo Brutes #1 copy



Vermin Legionaries #1



Vermin Legionaries #1 copy



Vermin Legionaries #1 copy copy



Vermin Senator #1



Bloodfur Legate #1



Swarm Priest #1



Swarm Priest #1 copy



House Prefect #1

